

D100: FOREST ENCOUNTERS



A list of 100 encounters
that can bring life and excitement to your forests!

INTRODUCTION

Roll a d100 on the list below and select your forest encounter! This list was created by the community over at www.reddit.com/r/d100.

100 Forest Encounters

1 A great elk is seen watching the party from a distance. It almost looks as if the elk is wearing a crown made of twigs and vines.

2 A party member trips on a hidden rock. As they are falling, they feel as though they are being 'caught' before hitting the ground. A nearby ent uses its vines to catch the player before they hurt themselves.

3 A pair of wood elves are seen setting traps for poachers. If the party proves to be friends of the forest, the elves will take them to an extra dimensional nature preserve full of extinct and oversized creatures.

4 An old twisted tree sits shortly off the path. It radiates a dark energy. If the tree is damaged, it will begin to leak a monster that grows from unnatural pollution.

5 A party member swears they can hear the crows mumble actual words from time to time. If the party quiets down enough the party member will hear that the words are cardinal directions. If heeded, the crows will continue to guide the party to a giant crow sleeping on a nest of treasure.

6 A party member trips and falls against a tree, but instead of making a wooden thunk, a hollow reverberation is heard. Further inspection will lead the party to find tree is hollow with a small metal box inside, containing items that they had lost.

7 A gnome tinkerer rides past the party going the opposite direction. He appears every three hours of travel until the party buys something.

8 A water elemental and an earth elemental are seen attempting to bring back to life a section of the forest that has been corrupted by a necromancer.

9 A NE goblin is trapped in a giant spider's web. If saved, he will attempt to steal things from the party a few days later.

10 A door standing upright in thick bushes completely ignored by nature. If a player opens the door a small cabin interior is found and the faint aroma of cooked meats float out.

11 The party finds an old elven well labeled "wishing well: insert money for fortune." Every (PC level) gp thrown in adds grants the "lucky" feat for one hour, or until used.

12 A group of tribal warriors approach the party in the forest. All of the warriors are dressed in large antlers and tree bark, and wear body paint to mark how many kills they have. They will allow the players passage if they can play them a song.

13 In an old part of the woods, four Treants are being held captive by a trio of hags. If rescued they offer a primal medallion that allows a player to create 1 awakened shrub per day.

14 A traveling caravan of friendly Tabaxi has circled the wagons for the night. When you approach and sit near the fire twenty more Tabaxi come down from the trees to meet you. They are armed to the teeth, but friendly. Seems like a nice and safe place to sleep for the night.

15 An emotionally disheveled girl in a red hooded cape offers to sell you a dire wolf pelt for 20 GP or the deed to her deceased grandmother's cabin for 500 GP.

16 You find a pseudo-dragon rummaging around the group's treasury, if questioned he'll claim to be a real dragon cursed with being very, very small.

17 You hear a cry from nearby. Upon investigation you find a 1 year old child whose parents were killed by an owlbear (or another environment appropriate creature). The child is hungry and cold.

18 Deep in the forest, approaching dusk, the party finds a logging camp. Several small cabins and a mill. Smoke curls lazily up from one or two of the chimneys. There is nobody in the camp. There are plates of food on tables, still warm. Clothes on a washing line are still damp. Only the doors into the mill are locked. As night falls, a fierce storm begins to build, and from the mill the saws can be heard rasping back and forth, though they don't sound quite right...

19 A family of forest giants has caught the scent of the party while hunting. They're catching up.

20 Early in the day the party passes underneath a suit of armor suspended in the trees, branches occupying the inside of the suit as if they had squeezed out the body that occupied it before. Branches sprout from the facemask wildly, limbs protrude from the leg and armholes, and the entire chest piece is nearly bursting from the volume of foliage it contains.

21 The party finds a scared injured Owlbear cub hiding under a large bush. The party can choose to leave it, or keep it and nurse it back to health.

22 You hear the sounds of a wounded animal in a trap. Roll a d20, if it crits then the animal is magical and intelligent and may offer compensation for its release. (can let it out or dine on it yourselves, can ignore it, can search for the hunter who placed the trap).

23 The party finds a scraggly, disheveled child apparently lost in the forest. It asks the party for help, should the party agree, they come under the effects of a curse until they defeat the child (Actually a restless Evil) who flees, attempting to lead them into a hazard deeper in the forest.

24 After spending more and more time in the forest, the players start to notice the trees have grown faces. It's unknown if this is just them going crazy, or if it's real.

25 As the party sets down for camp they hear a muttering in the shrubs and then creeping out from it they behold a Gibbering Mouther, each eye and mouth seemingly drawn from a different creature, without repetition. Just before their skin and brains begin to itch, each party member realizes they do not recognize any of their kind yet among its monstrous morphology...

26 The party find a clearing with an odd nature alter in the center. While they are distracted, the trees around them move closer. If they are distracted for long enough, the trees form a complete wall. The trees do not attack; they only defend themselves if attacked.

27 In the distance you see a light. When you get closer you see a lamp hanging from a tree swinging in the wind. It is full of oil but there are no signs of whoever put the lamp there.

28 3d6 elvish, gnomish, human, and children are playing a game of tag in the forest.

29 You see an ent trapped between two boulders. Upon freeing him he grants you all 2 hours of Barkskin.

30 You come across a marriage ceremony between an elf and a human. It's held in secret because of the hatred between their two families.

31 You find a group of 8 escaped Drow children that ran from their slavers. They are tired, beaten, and hungry.

32 You approach a gibbet tree that has four men suspended in cages and two women in pillories at the base. They beg for mercy, but the silver etchings on the constraints is a dead giveaway something's not right here.

33 A flock of blue green birds that attempt to lead the party to a forgotten shrine to a minor nature spirit.

34 The party finds a wagon with a busted wheel. The former owner left his horse, Ed, attached to the cart to die. Ed speaks Common. There's a barrel of water, four bottles of wine, two carpets, pots, pans, and hay with carrots for Ed in the back. The wheel can be temporarily fixed with a belt or rope.

35 The party comes across the remnants of a stone foundation, with ghostly elven figures still apparently going about their old business. Valuable treasure is plainly displayed, but attempting to displace it will anger the spirits.

36 A series of treants, who are just waiting for one of the heroes to turn their heads and look behind them before lowering a branch to head height.

37 Empty camp, giant footprints, and a whole lotta blood.

38 Moaning can be heard from a bush. Within is a hunter, near-death, near incoherent from fear. No mere animal could have inflicted the wounds he bears. They're too precise, suggestive of strange symbols.

39 The party sees a procession of wood elves leading an elder to a secret resting place for their dead.

40 The party travels down a rocky incline, they can choose to treat it as difficult terrain or recklessly run down it. If they run down it, they knock loose several rocks which roll down with them. At the bottom of the incline each player receives a +3 attack roll from the rocks, taking 1d6 bludgeoning damage on a success.

41 The party rushes through a bunch of mosquitoes, each player must make a DC 12 Constitution saving throw or contract the Cackle Fever (DMG pg. 257) disease.

42 A group of Lizardfolk are hunting a rambunctious kobold youth that has stolen something of significance and are convinced the party is shielding the thief.

43 A group of goblins are busily digging around the base of a dolmen. They have a treasure (false) map. The pits they've dug make excellent cover.

44 The trees shake and thunder, and part as an ancient 'treeman' steps forth onto the road. They talk slow and deliberately, speaking of 'rivers of black metal men marching', 'so loud and so hasty', curious about what they are but too afraid to ask themselves.

45 You are walking through the tall grass when you hear the shrieks of a demigryph. One of its legs seems to be tied to a corpse on the ground. It would seem someone was trying to train and capture the beast and failed. His tools are still lying there with him...

46 As you walk through the Forest, the dirt under your feet becomes softer. As your character inspects the area, he finds a spade leaning against a tree. Something was buried here. Is it a treasure or have you discovered a crime scene? As your character leans towards the soft mound under his feet, an emaciated hand shoots out of the ground.

47 You come across a huge pillar of rock, roughly rectangular in cross section, that has, judging by the state of the vegetation and earth around the base, very recently arrived here, apparently coming from above and piercing the ground. It appears far too large to be moved by man power alone. At one edge of the interface between earth and pillar you find an arm, apparently attached to a body that must be crushed beneath the bottom of the pillar. Even in death it still clutches a sealed scroll...

48 You approach an empty clearing, and as you near a wide stone tower suddenly coalesces into view in the clearing in front of you. The door opens to a man standing in the doorway (but not crossing the threshold). He looks around and says to himself "Another 30 years already!" Then he spots the party - "Hello there, come inside!"

49 An ancient tree has been blown over in a recent storm. A skeleton tangled in its roots holds a chest with a very familiar symbol.

50 You hear whispers in what could be elvish and see branches shivering all around you. Surely wood elves are more quiet than this, unless they want to be heard.

51 An empty suit of plate armour stands rusted solid. In its hands are a woodman's axe still posed in a vicious downward stroke.

52 You stumble across a series of caves ruled by a mountain troll and his forest goblin worshippers. Dispatching them is simple, however after the battle you discover the corpses of a long dead dwarven prospector and companions. It seems these caves are full of silver, and the dwarves' bags contained the claim, what should you do now?

53 After resting on what appears to be a burnt out log, you stand, stretching, ready to continue your journey. You suddenly pick up a whiff of a very sweet, almost candy like scent. You follow your nose and discover a patch of purple, white, orange and yellow mushrooms growing from underneath the log you were resting on. As you inhale deeply, your eyes go glassy... From under the log emerge 4, no...6 small grey/green creatures, each one carrying a different item. One has a spear, another has a hat, one more has a drum, the other there has a wreath, yet another has a fruit, and the last has a tusk. They march out single file.

54 Just off the forest road you stumble across a clearing and a small cave that have been converted into a road wardens outpost. You find the fire burning and food cooking but the place is deserted. There are tracks all over the clearing and heading into the forest, including some that definitely aren't human. After closer inspection you find a small lockup inside the cave, the cells are all locked and empty except for one that has been forced open from the inside.

55 A small woodland creature, like a squirrel, appears and starts pantomiming at the party. It appears it is an Amber Druid that has had a beast transformation spell gone wrong, and now requires the aid of the party to return to his original form.

56 It is black as night underneath one tall tree, everywhere else the light comes through as normal.

57 A small brook cuts across the path. The water is not deep, perhaps a foot at most, and the crossing is unremarkable. But upstream a slight way a rudimentary bridge can be seen, and it is obvious that at some time in the past the path took advantage of this drier crossing point. The bridge is little more than a few planks of wood and a pile of stone at either end, one of which has mostly collapsed. But the route to it is overgrown and unused. What could have caused the local folk to avoid it?

58 A harsh-faced woman wearing a rough tabard and a tall black hat sits on a large log beside the woodland path, whittling with a long-handled knife. She looks up at the party, gazing at them steadily for a few seconds before returning her attention to her fettling. As the party approaches they can see that she has a large pack of possessions and two walking staffs.

59 Someone's crying in the woods: a man sitting on a rock holding his head with both his hands, elbows resting on his knees. He's a hedge wizard who tried a forbidden ritual. His head fell off, but he didn't die, and feels no pain. The wound is barely noticeable—as long as he holds his head in place. He'd like help, but fears you and what he's become.

60 You come across a strangely unprotected caravan, with but a few knights in full plate defending a full cart, being led by a pale man in red and black noble's attire.

61 Thunder heralds a sudden and torrential downpour. While the heavy rain may be inconvenient to the party, a greater danger is posed by the rapidly growing stream of water coursing through the area, revealing the path (or campsite) to be an ephemeral watercourse.

62 As the party approaches, they see a fawn, a rabbit, and a skunk run off to hide in the bushes.

63 A treehouse that is seemingly abandoned. After a short climb, the characters can enter the treehouse via a rope ladder. Inside is a journal and notes that describe a hunter searching for a great beast that can very easily blend in with its surroundings. With a high enough perception check, a player can notice that something on the ceiling begins to move...

64 The party comes across the results of a band of goblins robbing a traveling tailor. The trees and bushes are filled with a huge number of clothes and hats.

65 The huge piles of white petals here make this clearing look like a snowy wonderland.

66 The party comes across an inconspicuous looking patch of forest in which time passes considerably faster or slower. It is very difficult to notice this change.

67 The party comes across a grove of saplings that were intentionally seeded among piles of humanoid bones, creating natural effigies that rattle in the wind.

68 They party sees trees that float several feet off the ground. Inspection reveals shimmering glyphs under the bark.

69 A large herd of owlbear asleep in a berry patch. Blue stains cover their beaks and they cannot be easily roused (location likely under fey influence).

70 The party sees a fairy ring which the locals say becomes an entryway to the Feywild once in a blue moon, and to the Shadowfell every thirteenth blue moon.

71 You come across a glade where the sounds of the forest fade away to silence. Then you realise you can't hear your footsteps any longer. Or your voices...

72 The party comes across a beautiful, clear stream. The water is lightly sparkling, and produces an intoxicating, soporific effect when consumed.

73 The party sees the slimy tracks of a giant snail. If followed, the creature is encountered trying to devour a humoungus mushroom. Who knows what kind of treasure it might have accidently swallowed.

74 The party sees an overgrown tomb of an ancient Warrior. Can't imagine a cozier home for a mimic.

75 The party comes across a plantation of mystic sage, that has not been abandoned for long. As soon as the players set foot into the field, voices are heard from a few meters away.

76 The party sees a cozy hut with a lit fire and enough food to feed a whole family. It's also a giant man-eating plant, but they'll figure that out soon enough.

77 There is a small grassy clearing that has one area that the grass refuses to grow. The area is in the shape of a man lying down.

78 The party comes across a grove where there is a large odd looking black tree. The tree vaguely seems to have a face towards its top and the branches seem to resemble horns. Where the tree's "chest" would be is a pristine katana stabbed into it.

79 The party comes across the stump of a tree that has its rings form a chest/game board.

80 The party sees a pond that reflects an different area of the woods you are in. If you jump in, you arrive in a different pond. The fish and the wild in the pond do not seem to be affected.

81 A man in all green plate armor meditating infront of a pine tree. The man has slightly green skin and grass green hair. Upon trying to wake him, your vision wavers for a moment and the man is now a skeleton with plant life growing all over and in it.

82 A small wooden bridge that allows passage over an even smaller creek. There is an ogre manning the bridge with a sign in crude common "Please pay the toll." If the party chooses to kill the ogre, they will find a licence from the local lord's build bridgers to allow better travel in the area and that the ogre can collect a toll. They will also find a note that says "Have fun at work today, daddy" as well as a what looks like a laminated picture of a small ogre girl and female ogre.

83 A part of the forest that is in a perpetual winter. Upon inspection, the forest is protected by a barrier and is attempting to repair itself after a particularly bad drought.

84 A portion of the woods seems to make corridors and visibility is limited to only within the "rooms" the corridors lead to. Choosing the correct corridor allows the party to go further into the woods but any wrong turn and they are lead back to the entrance area they first entered this section of the woods.

85 A river flows from a cave that opens into a spring. On the far side from the opening there is an obelisk that exudes this water in the center of an ancient Stone Giants Palm.

86 A tree with a sword stuck in it. On closer inspection there are several skeletons at the foot of the tree, the skulls of the skeletons are missing.

87 Deep in the woods you find a sword lodged in a stone surrounded by thorny vines that drip poison.

88 Two gnomes sitting next to each other, singing in a language no one can understand. The language is made up, and the gnomes will not pay attention to you until you speak gibberish at them.

89 The party finds a pond with delicious and clear water you can step in and drink, but you can't take any of the water in a container, nor can you drop anything into the water.

90 The party finds an old oak tree that has, somehow, grown around into a spiral. On the trunk is a handprint in the bark that looks as if someone pressed their palm into soft clay. Most who place their hand in the print feel nothing but cold wood, but a chosen few feel warmth and a heartbeat.

91 The party finds a large tree that looks like a birch, except it is shaped like a perfect sphere with small leaf-bearing twigs poking out around the top. Surrounding the tree are dozens of hand-sized runestones laying in the ground. There is no grass within the circle, or any other plants besides the tree, and animals and insects abruptly change direction before crossing into the circle.

92 You come across a coconut tree, which is odd since coconuts are not native to the region. On the ground below the tree is a single coconut with a hole cut in the side, with flies swarming around it. Do you dare look inside?

93 The party comes across a dismembered dryad in a clearing of thorns. The party may hear distant music and cheering. Upon further investigation the party finds a camp of satyrs torturing a dryad and or other fey.

94 Next to a creek you find about a dozen human-shaped trees. The trees are actually people who were attacked by a "wooden basilisk", a variant of the species.

95 You come across a bosk of trees with faces carved on them. As you walk by it you always have a feeling that the woodland sounds are whispers, and that someone is watching you. Creatures cannot benefit from long rests made in this bosk.

96 There is a a clearing in the woods revealing a small pond. Underneath this pond there is a cave, with an air chamber where the body of a long-dead king was buried.

97 A massive tree, grown horizontally over a waterfall, serves as the only bridge in the area. A band of satyrs demands a toll for crossing, claiming their fey magic is what made the tree grow this way, and therefore they deserve a toll.

98 You find a small spring surrounded by old ruins of what seemed to be some kind of church. The water is extremely cold. Once per short rest, when you drink the water, you can choose to end an effect on you, such as charmed or poisoned, or heal 1d6. For every minute you are sitting in the water, you must make a DC 14 Constitution check. On a success, you can end an effect on you and heal 1d6. On a fail, the water is too cold for you and you have to get out. You can't get the same effects until you finish a short or long rest.

99 Two creatures locked in vines and frozen in time with magic. A powerful Centaur shaman and a greedy looking human. They are frozen in the form of fighting, the Human holds a beautiful looking chest under his arm, most likely the Centaurs riches.

100 A group of Firbolgs are tending to an injured friend. The dead orc slavers must've thought there was just one.

CREDITS

This list was created by the community over at www.reddit.com/r/d100. Put together by Casey Willis. See more at www.dndspeak.com.

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